What is claimed is:

1.   A method of comparing voice signatures comprising:

recording a first voice signature from a first person;

comparing said first voice signature to a pre-recorded second voice signature of another; and

generating a value representative of the similarities between said first voice signature of said first person and said pre-recorded second voice signature of another.

2.   A method of comparing voice signatures as described in claim 1, wherein said first voice signature comprises a spoken voice passage.

3.   A method of comparing voice signatures as described in claim 1, wherein said first voice signature comprises a song.

4.   A method of comparing voice signatures as described in claim 1, wherein said first voice signature comprises an instrumental voice.

5.   A method of comparing voice signatures comprising:

selecting an original performance, said original performance comprising an original performance voice signature;

recording a user impersonation of at least a portion of said original performance;

establishing a user impersonation voice signature;

electronically comparing said user impersonation voice signature to said original performance voice signature;

generating a graduated performance value representative of the similarities between said original voice signature and said user impersonation voice signature; and

basing an entertainment application upon use of said graduated performance value.

1   6.   A method of comparing voice signatures as described in
2 claim 5, wherein said original performance comprises a spoken voice passage.

1   7.   A method of comparing voice signatures as described in
2 claim 5, wherein said original performance comprises a song.

1   8.   A method of comparing voice signatures as described in
2 claim 7, further comprising:
3   electronically comparing a user impersonation pitch with a
4 original performance pitch to generate a pitch accuracy value;
5   generating said graduated performance value representative of
6 said pitch accuracy value.

1   9.   A method of comparing voice signatures as described in
2 claim 7, further comprising:
3   electronically comparing a user impersonation rhythm with a
4 original performance rhythm to generate a rhythm accuracy value; and
5   generating said graduated performance value representative of
6 said rhythm accuracy value.

1   10.   A method of comparing voice signatures as described in
2 claim 5, wherein said original performance comprises an instrumental
3 performance.

1   11.   A method of comparing voice signatures as described in
2 claim 9, wherein said original performance voice signature includes
3 characteristics taken from the group of inflection, embouchure, intonation,
4 dynamics, accents, variations, technique and flourishes.

1   12.   A method of comparing voice signatures as described in
2 claim 5, further comprising:
3   playing said original performance.

1   13.   A method of comparing voice signatures as described in
2   claim 5, further comprising:
3   generating a display of judges, said display of judges
4   communicating said graduated performance value to said user.

1   14.   A method of comparing voice signatures as described in
2   claim 13, further comprising:
3   providing a critique from at least one of said judges upon
4   selection by said user.

1   15.   A method of comparing voice signatures as described in
2   claim 5, further comprising:
3   displaying a recording studio on a display while recording said
4   user impersonation voice signature.

1   16.   A method of comparing voice signatures as described in
2   claim 15, further comprising:
3   providing an instantaneous feedback while recording said user
4   impersonation voice signature.

1   17.   A method of comparing voice signatures as described in
2   claim 5, further comprising:
3   displaying said original voice signature and said user
4   impersonation voice signature on a display in a waveform display.

1   18.   A method of comparing voice signatures as described in
2   claim 5, further comprising:
3   communicating said user impersonation over a computer
4   network to a remote controller; and

5   utilizing a logic on said remote controller to electronically

6 compare said user impersonation voice signature to said original performance

7 voice signature.

1   19. A method of comparing voice signatures as described in

2 claim 5, further comprising:

3   communicating said user impersonation over through a phone

4 network to a remote controller; and

5   utilizing a logic on said remote controller to electronically

6 compare said user impersonation voice signature to said original performance

7 voice signature.

1   20. A method of comparing voice signatures as described in

2 claim 5, wherein said entertainment application comprises a contest between a

3 plurality of users.

1   21. A method of comparing voice signatures as described in

2 claim 5, wherein said entertainment application comprises a game between a

3 plurality of users.

1   22. A method of comparing voice signatures as described in

2 claim 5, further comprising:

3   storing a plurality of said original performances within a

4 database; and

5   allowing said user to select said original performance from said

6 database.

1   23. A method of comparing voice signatures as described in

2 claim 22, further comprising:

3   storing said database on a remote controller.

1   24. A method of comparing voice signatures as described in

2 claim 22, further comprising:

3   storing said database on a local system.

1   25.   An apparatus for comparing voice signatures comprising:

2   a database comprising a plurality of original performances, each

3   of said original performances comprising an original performance voice

4   signature;

5   a microphone for recording a user impersonation of at least a

6   portion of one of said original performance; and

7   a controller comprising logic adapted to:

8   establish a user impersonation voice signature;

9   compare said user impersonation voice signature to said original

10   performance voice signature; and

11   generate a graduated performance value representative of the

12   similarities between said original voice signature and said user impersonation

13   voice signature.

1   26.   An apparatus for comparing voice signatures as described

2   in claim 25, wherein said logic is further adapted to:

3   receive said user impersonation over phone lines.

1   27.   An apparatus for comparing voice signatures as described

2   in claim 25, wherein said controller comprises an entertainment game device.

1   28,   An apparatus for comparing voice signatures as described

2   in claim 27, wherein said database comprises a removable game element.

1   29. An apparatus for comparing voice signatures as described in

2   claim 25, wherein said original performance comprises an instrumental voice.

1   30. An apparatus for comparing voice signatures as described in

2   claim 29, wherein said logic is further adapted to:

3   generate music lessons, from a remote system, using said

4   comparison.